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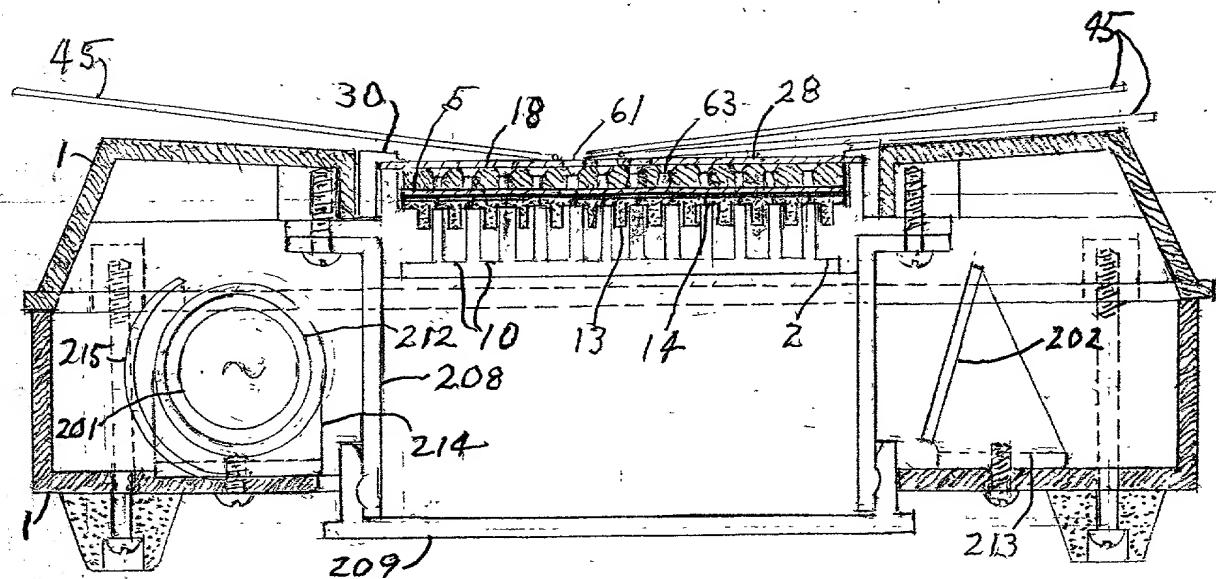


FIG. I

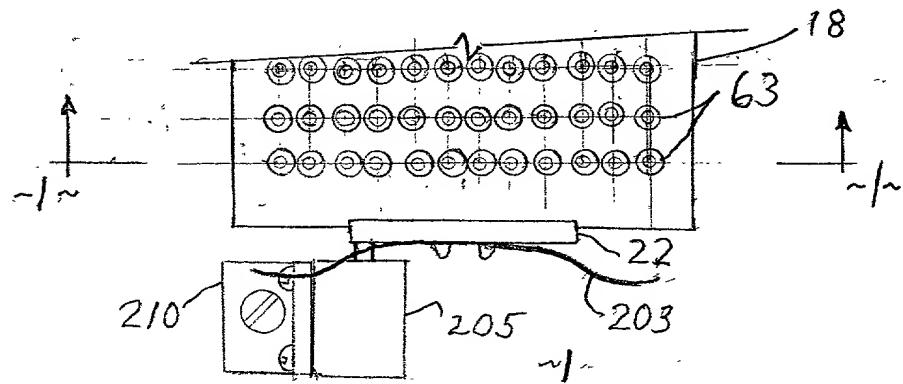


FIG. 2

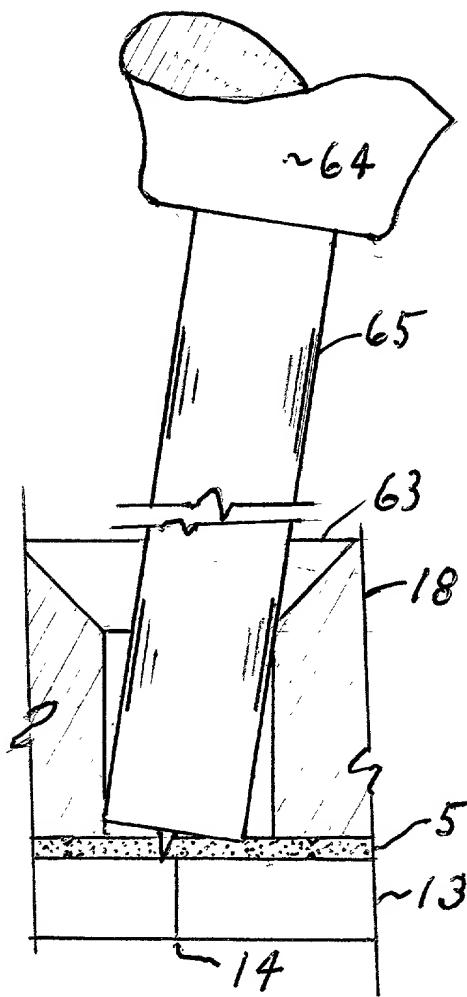
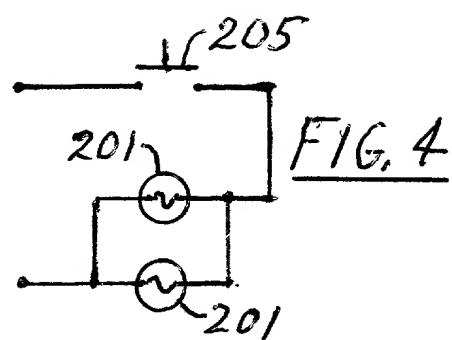
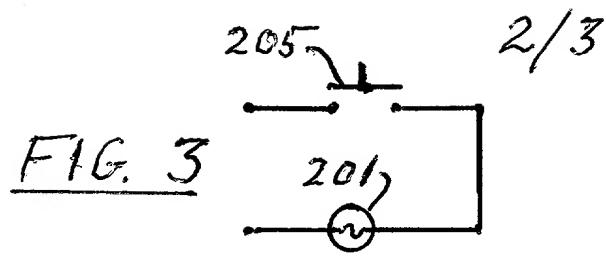


FIG. 5 (Prior Art)

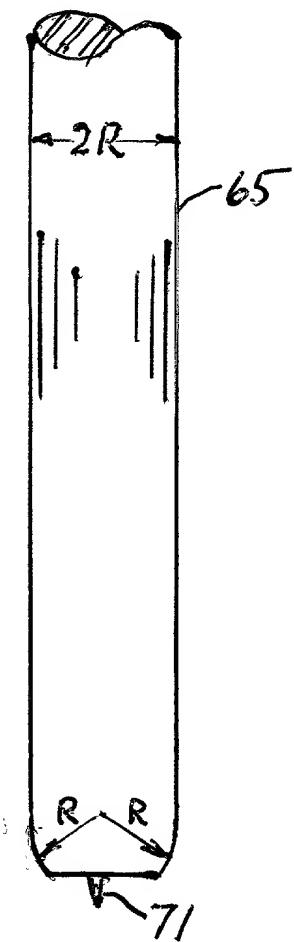


FIG. 6

TO MAKE SURE YOUR VOTES WILL BE COUNTED:

1. Before you vote: Glance at the left side of your voting device to be sure the green signal light is glowing. This means your ballot is far enough into the ballot slot so the oval holes fit over the two red pins. This automatically turns on the backlight that illuminates your punch-outs. Do not attempt to vote if the green light is not glowing, as it will spoil your ballot. If you cannot get the green light to glow, ask a precinct attendant to help you.
2. While you are voting: During each punch make sure the stylus is as close to straight up and down as you can make it. If you try to punch with the stylus tilted, it may jamb and not penetrate the punch card. If you have punched completely and correctly, each punch-out will show up as a small brightly-lighted rectangle, 1/16" by 1/8", where a "chad" has been removed. If you don't see this bright spot of light, it means you have tilted the stylus too much and have produced either a non-vote or a dimpled chad, neither of which will be counted as a vote by the mechanical card reader. If your punch has produced some light but over an area smaller than the full chad rectangle, then you have produced a "hanging chad," which will often not be counted as a vote. In either case it is necessary to punch at least one more time where you punched before, until the spot of light reaches the full rectangular size of a correctly punched-out chad. (The closer to vertical the stylus is kept, the more effect these repeat punches will be.)
Overtvotes. Before you remove your ballot from the slot, leaf through all its pages to ensure that you do not have more than one bright spot of light for any one office or proposition, as this will disqualify your entire ballot. (President and vice-president count as a single office.) The only exception to this rule is in the case of boards or committees for which the ballot clearly instructs you to vote for two, three, four, five, etc., as the case may be.
3. When you finish voting: Withdraw the ballot from its slot and inspect its back side to see if there is a "hanging chad" that has been folded over about its upper or lower edge. This kind of hanging chad cannot be removed by repeat stylus punches, so it must be plucked off by hand. Before it is removed, however, it is desireable to turn the card over and note the number of this defective punch. Check this number against the same number on the ballot leaves to see if it corresponds to one of your intended votes. If so, pluck off the chad and reinsert the card into the slot in your voting machine, to make sure you have no overvote. If not, fold the top part of the card over the punched portion and turn it in to the precinct worker for deposit in the ballot box. But if you do have an unintended vote or an overvote, obtain a new ballot and start again.